Gragyriss, Captor of Princesses Jump
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Welcome, Jumper, to Gragyriss, Captor of Princesses!

...aka a generic medieval fantasy world. With a dragon. Yeah, there really isn't anything special about this place, or even anybody here. And the 'plot' as it were, is just the dragon's attempts to catch some princesses.

So, uh. Have 1000 cp and have fun?



Origins

Look, I'll be honest. All I would normally have is 'dragon' and 'not dragon'. So, you get some location based perk discounts as well.

Dragon

...yes, you are a dragon now. A baby one. Who maybe hasn't even hatched yet. By the time you're fully grown, you could probably roast a man in one breath, and would be as big as several horses. Not terribly impressive, but neither is this world.

Princess

You are now royalty, however minor it may be. Or perhaps it might be better to simply call yourself nobility. You can, in fact, be male if you so wish, but for simplicity's sake, and to not confuse and infuriate the inevitable kidnapping dragon, please be female?

Other

Exactly what it says on the tin. You are not a Dragon. Or a Princess. Instead, you are irrelevant. ...Okay, that's not quite what I meant, but given there's at least one Dragon with a divine blessing, I'm fairly certain that makes anyone out to try and kill said dragon the villain.

Age & Gender

Age is free choice between 15 and 30 or so, and gender is the same as your last jump. You may spend 50 cp to freely choose any age, or any gender, or both.



Location

Roll 1d8 for your location, or pay 50 cp to just choose.

1. Northern Mountains

A small mountain range on the north most continent. Has a small fishing village, a forest, and a dragon. Fairly boring, all told. Really, the most interesting thing about it is the dragon, and it hasn't even hatched yet

2. Trade Icelands

Second most north of the four continents, the Trade Empire is split in half by its own climate - the west half (this one) is a field of ice and snow. A few mountains and a small fortress are all these lands have to offer.

3. Trade Empire

The east half of the Trade Empire, and the home to it's capital (read, only) city. Quite literally the largest city in the known world, it's a hive of economic activity as it's many many merchants attempt to line their pockets.

4. North Forests

Third of the four continents, the Forest Kingdom mostly lies on the bottom half of its continent. The northern half boasts a massive forest and a farming town, as well as a mysterious stone tower surrounded by trees that seem to move.

5. Forest Kingdom

The Southern half of the Forest Kingdom boasts the actual majority of its forests, and far, far, far too many archers. It also hold the castle in which the majority of it's elven population lives, and the archers train.

6. Desert Oasis

Fourth and final continent, a nameless desert place. The western half holds an oasis so large as to seem like it ought to be a jungle, and a seemingly endless number of skeletons that roam the lands at night.

7. Dark Realm

The eastern half of the desert continent is taken up by a massive plateau, on top of which rest som rather menacing mountains. It is here that the kingdom of demons makes its home. And despite the expectation of fire, necromancers abound.

8. Free Choice

Winner winner... Sheep dinner? Well, anyways, you're free to choose any of the previous locations to start at.

Perks

100 cp perks are free to their respective origins, and the remainder are discounted

Northern Mountains

100 cp - Shepherd

The Dark Realm is a desert, the Forest Kingdom vibrant with plantlife, and the Trade Empire is half frozen. What exactly makes the Northern Mountains, with only a single village to its name, special? The animals. Any animal you raise and train is far stronger and smarter than it ought to be. Tastier too. Heck, your herd of sheep might just tend itself, and the wolf you trained could take on the entire pack by itself in their defense.

200 cp - Etherwinds

Congratulations jumper, you're psychic. Well, only a little bit. You can float a few feet off the ground, lift your own weight within maybe ten feet, and unleash a surge of pure destructive energy. What do you mean, that last one's different? You're imagining things. Anyways, when in distress, you can call up all your energy reserves, and unleash them in a storm of energy that scours away all life until either they're dead, or you are. The storm gets worse the longer it goes, so be careful not to let it drain more than you meant from you.

400 cp - Perspective

Perspective is an interesting thing, isn't it? At the right time of day, if you hold your hand just so, you can hold the sun in the palm of your hand. You now have an odd form of telekinesis, allowing you to actually do so. Mind you, it only has the range of a few miles, but it's still an incredibly neat power.

600 cp - Time Spiral

Time is an awkward thing. A series of events, occurring one after the other, and in a specific order, at specific intervals. But what if they - the events - didn't? When something bad happens, you can force it to happen early, and the next step in the chain, the logical continuation, will not happen until 'on schedule', leaving you more or less unmolested for a brief time. In the other direction, if something good were to happen, and you don't take advantage of it, you could eventually use it two or three times in a row - or longer, if you're willing to wait.

Trade Empire/Trade Icelands

100 cp - Knight

There was a brief mention of this earlier, but allow me to spell it out for you. Each of the kingdoms has a specialized fighter type. The Trade Empire has its knights in shining armor. Which, I was expecting mercenaries you know? Regardless, you have the skills to be one, from polishing and maintaining armor to actual combat.

200 cp - Businesswoman

I suppose living in this place, it would be an utter necessity to not go into debt due to a promise you accidentally made five years ago. You are now a highly competent merchant of all sorts, from fruits and meat to exotic furnishings. More than that, unless someone is specifically out to run you into the ground, you'll always turn a small profit.

400 cp - Hero

I don't even. Well, why not. You've upgraded from being a mere knight to being a bonafide hero. As a result, if you took 'Knight' your skills receive an upgrade. Even without it, you are now ludicrously charismatic, enough to gather up a few dozen men to hunt down a dragon inside a few days, no matter how badly they think your chances are. Keep your own reputation in mind however, a track record of success will boost this further, while failure might just make you fight alone.

600 cp - Hoarder

And now we're just off in left field. See, now the amount of money you possess increases your physical attack power. Not by a whole lot, and each consecutive boost requires more and more money, and if you spend that money, it goes away. However, there is a catch. You have to earn this money the hard way. If you have an infinite money method, you can buy whatever you want, but you'd have to sell them at a profit in order for it to count. Or just steal it from bothersome knights. Remember, plunder, then burn.

Forest Kingdom/Northern Forests

100 cp - Ranger

It's a bit stereotypical, but elves make good rangers. Part of that comes from the whole 'one with nature' thing, the rest from their natural predisposition towards showing off. But, regardless. You are now sneaky enough to walk through a forest with only a few disturbed blades of grass to show for your passage, and good enough with a bow and knife to live off said forest indefinitely.

200 cp - Razor Leaf

Nature's bounty is one of the most abundant resources available, and given the elves schtick of living in harmony, it would seem that you've been given a small boon. In your hands, weapons and tools of a natural make are far stronger than they ought. A simple stick could make a decent sword, and a training weapon could stand up to iron and steel. Other natural resources such as stone and metal, as well as animals are also fair game for this, but the more processing you do to them, the less so they are. By the time you've cut a gemstone or forged a sword, nature's favor is long gone.

400 cp - Druid

More forestry stuff from the land of the elves. While they favor nature, and to a certain extent, it favors them, you now have closer relationship. For starters, your natural lifespan is far longer - did you know certain trees can live for hundreds of years? - and you now possess an active sway over plants. With a bit of energy you could force a tree to bloom with fruit out of season... Or stand up and fight for you.

600 cp - Emerald Scales

Okay, now this is just ridiculous. See, so long as you're in an area that can definitely be defined as 'natural' - beaches don't count, you need trees - you'll find the earth itself granting you it's blessing. Earth and oak armor forms naturally, protecting you from a small part of every attack, and the land blooms in your presence, with medicinal and poisonous plants reaching for you and your enemies respectively. You are never alone in a forest.

Dark Realm/Desert Oasis

100 cp - Skin and Bones

The desert half of the continent on which the Dark Realm resides is home to a gigantic oasis. Unfortunately, both oasis and desert are riddled with skeletons and other undead. As you might imagine, they don't take kindly to the living. For you however, they'll make an exception. People and groups who hate 'everyone' will not count you among that number, allowing you to put your best foot forward at all times. No, this does not make the undead good conversational partners.

200 cp - Passion

Okay, so we're getting some arabian nights up in here. Congrats, you've got... assets. Such as your legs, or your mouth. Like, holy shit, can you DANCE. Or just pull an amazing story out of thin air., and keep the audience on the edge of their seats for hours. ...What you think I was talking about? Also, did I mention you were hot?

400 cp - Necromancer

And now you're the exact opposite of hot - well, not really, but... Moving on! You are now a Necromancer. You know, cast magic that raises the dead from their graves to do your bidding? yeah, you got that now. Unfortunately, delayed corpse rotting isn't in your repertoire, so you might want to cancel the dancing girls, as they won't stay… fresh. On the other hand, you're now immune to most forms of poisons, and will actively heal from them.

600 cp - Terror

You know, I've not really painted a dark and grim tale about this land full of undead and demons. I guess you can't really take everything you hear for granted. That's why I give you the power of rumour. You want to be seen as a walking natural disaster? Whisper a few words and blow up a barn - human stupidity will do the rest. Or maybe you want to be a hero instead? That's just as doable. Want to protect your country by making it seem hell on earth? You should know the answer by now.

Dragon

200 cp - Healthy Diet

You know what they say, an apple a day keeps the doctor away. But what keeps the angry knight and his army away? ...Nothing, honestly. But healthy eating can help! See, you now have one hell of a stomach. When you eat something, you get a small boost from it. Fruits and veggies, or just a bush, with literally make you more healthy, while chowing down on a predator would make your claws sharper and breath hotter, and so forth. A herbivore fills you up like nothing else does, a full meal equating to days of rest. Sadly what you eat doesn't matter, only which category it falls in.

400 cp - Lair Moving

In case of emergency, move lair. Try not to abandon your hoard of gold while you do though. It is now trivially easy for you to pick up and move everything inside your lair - or other home, for future jumps - and then get it set back up somewhere else. Like, you could decide to move to another continent in the morning, and have everything done by night of the next day. Doing this while under fire is also possible, but is likely to cause you to miss a few things, or otherwise lose them.

600 cp - Romantic Getaway

Stockholm Syndrome. Nothing but it. Seriously though, despite the fact that you are a damn dragon, the princesses you catch are surprisingly chill with being held captive, even going so far as to help you somewhat. Maybe it's the great accommodations, maybe it's the fact that they don't have to deal with idiot princes and their inflated ego. Either way, your prisoners are inclined to think highly of you for one reason or another, and to react accordingly even after being freed.

Princess

200 cp - Easy Beauty

You've got just a weak fairy tale quality to your appearance. Even though this land is firmly in the medieval era, which, as a whole, quite literally stank due to not having fully developed soap yet, you don't. They were also a bit heavy on the make up - both men and women - but you don't really need it. I suppose this is more of a convenience thing than actual beauty, but I assure you it will help.

400 cp - Blessing

I'm not sure how the dragon managed it, but when it captured and imprisoned a princess, it grew stronger from their presence, and was able to use new abilities based on them. This is a relatively simple answer, that for some reason, the princesses blessed the dragon. Much like them, you can now grant the effects of a single perk that you possess to another person. There is an upside, and a downside. Downside, while you don't have to choose that perk now, you can never change it. Upside, you may grant or revoke that perk more or less at whim. Something symbolic would be nice, such as a kiss on the forehead, but that takes all of five seconds.

600 cp - Princess

This might be a tiny bit of a drawback given the princess obsessed dragon flying around, but you are now a princess of one of the three nations (Northern Mountains are not a valid pick). Short term, this comes with easy living and massive political power. In future jumps, this won't guarantee you the same position, but you'll still be nobility. Keep in mind, some worlds flat out don't care. On top of that however, is the fact that people just don't seem to want to kill you. Kidnap, capture, brainwash, torture, marry… Literally anything other than kill, even if they have to make up reasons.. You're the living trophy they need to sate their ego.

Other

200 cp - Long Life

Is what I would say if you were an elf. But that's not entirely true. After all, you might be a demon of some sort, or a human, or even a genie. Regardless, whichever race you are - something that, unless you are a dragon, is decided by your starting location - now comes with a benefit beyond your appearance. The elves, for example, usually possess an extended lifespan, two or three times that of a human. Or perhaps you want an increased connection to nature? Well, you probably understand plants just fine, so how about talking to animals? Those are just some examples, feel free to make one up.

400 cp - Leader Of Man

The Hero is charismatic, yes, but by no means is he qualified to lead an army on paper. The Necromancer cares nothing of such order, and the Druids? Tree hugging hippies. Well, probably. You on the other hand, are more than qualified to actually lead. Paperwork, an understanding of economics, politics, and much more. Everything you would need to be a successful king, general, or merchant in this medieval world.

600 cp - Champion

There exist in this world, fighters, wizards, villains, who stand above. Not just a Druid, a sage of the forest. Not just claiming to be a Hero, but a true one. Not just a Necromancer, but a king amongst the dead. You now benefit from a simple… Greatness. This acts as a form of capstone booster to the three previously listed perks, enhancing them beyond their normal limits. Beyond simply enhancing their power and skill, you could also call to others, a Hero leading other Heros, a Necromancer becoming king amongst the dead and undead, and a Druid becoming a sage of the forest that all seek advice from.

Items

Items share the same discount rules as perks.

General

50 cp - Music Track

The game doesn't really have the greatest of tunes, but maybe you thought it was catchy? Either way, you can now play the music from the game basically whenever. As a small bonus, you can swap from no one paying attention, and them freaking out over music from nowhere.

50 cp - Scenic View

Much like how the dragon seems to move his lair with every attack, you too can change the background for your properties. Tired of seeing a boring old smog filled city out the window? Well, swap the windows to 'ocean view' or maybe 'deep forest'. Not very useful, but neat, right?

Northern Mountains

400 cp - Stormchaser

What, you were planning on staying on one continent the entire time? Please. This boat is fully kitted out for week long voyages, and can literally steer itself. All you need to do is relax. Or, if you prefer, I can make this a pirate ship, give it a crew, and have it hunt down unwary merchants from the trade empire to give tribute to you. Well, I can't guarantee that they'll win all the time, but if the ship is ever sunk, it will respawn after one month.

Trade Empire/Trade Icelands

400 cp - Heavy Shield

A hero is often portrayed with a sword, but they also need a splendid shield to go with it, right? This shield is unique in that the amount of damage you can block, deflect, or otherwise not be harmed by scales with the power of the weapon you pair it with. If you own a sword that could cut a mountain in half, you could flat out block a good portion of that, and deflect almost all of it. To a limited extent, this also works on being able to cut a mountain via brute strength, but it won't be able to keep up as well.

Forest Kingdom/North Forests

400 cp - Spirit Armor

This armor was made by the druid, binding the willing souls of some ancient group of rangers and druids together into one mass, and binding that into a suit of armor. While wearing it, any ranged attack that you try to use is multiplied by the number of ranger souls in the armor - four. The same applies to your control over nature, coming four times easier to you. You can also use the souls in the armor as a defensive measure, blocking one or two blows before they burn themselves out. Don't count on being able to replace them, though I'll restock you at the end of the jump.

Dark Realm/Desert Oasis

400 cp - Curse Staff

A twisted inversion of necromancy, which might just mean that it's normal necromancy. But, moving on. This staff isn't used to raise the dead, but to steal from the living. Small portions of energy, health, raw lifeforce, is stolen by the staff every second of every day, slowly draining everybody near you dry. You can of course turn this off, or make it more selective, but then you might not have enough energy to regenerate from your every wound, or to cheat death by using it to heal yourself.

Dragon

100 cp - Captive Caverns

You really have to wonder. How does the dragon make the towers and caves he puts his princess in so comfortable? It's not like he's a decent craftsman, or that he even fits in there. So, I give you this. Any location that you use as a prison, both in the sense of you locking people away and being locked away, gets an upgrade in comfyiness. Now, this is my the standards of a medieval era, so it doesn't have much in the way of modern conveniences (unless it already had them), but I think you'll find the kings and queens of old knew what they were doing when it came to comfiness.

200 cp - Convenient Cliffside

Just a small patch of land, not much more than a few trees and a big ol' rock. However, the grass here grows quite green, and there are a number of wild sheep eating said grass, and some wolves eating said sheep. What's important however, is that the land itself is convenient. Like a small earthquake could reveal a cave for you to store your gold hoard in after you return from your first raid. It has limits, but should do for your first base.

400 cp - Growth Circles

Not sure what the fuck these are, but these two ethereal rings are… I'd say the secret to your power, but that implies that you're supposed to know they exist. Anyways, the first ring absorbs plant matter and spits out sheep, and the second absorbs sheep and spits out wolves. Each ring is also cycular - the sheep eating grass lets it spit more sheep out, and the wolves eating sheep lets it spit more wolves out. By default they cap at maybe 30 sheep and 5 wolves, but you can also feed them money to slowly increase that number.

Princess

100 cp - Dragon Apples

If there is one thing a dragon is useful for, it's finding the most valuable things, and gathering them all in one place. These apples, taken from the trees that grow near the dragon's cave, are quite frankly, some of the most delicious apples in the world. However, their true use is the sheer vitality that they imbue the eater with. Eating them can quite literally heal heavy wounds in a few days, and if eaten while healthy, will extend your lifespan by a small amount. You only get a single basket with maybe a dozen apples in it, but it respawns at the end of each week.

200 cp - Standing Army

Well, not an entire army, but this old fashioned paper scroll has the ability to summon a dozen soldiers (the exact kind is dependant upon your location roll) to your side whenever you open it up. They aren't that great, but suddenly armed soldiers is a hell of a party trick. The scroll recharges in about a week, but you can actually use it early if you're okay with not getting the full amount.

400 cp - Kingdom

What is a king without a throne? Not a king, that's what. You are now the proud owner of a decently sized castle, with a smallish village surrounding it. Enough to produce food and other things for a fairly lavish lifestyle, though the details might change depending on which continent you live on. Regardless, it's now yours. Fully staffed, and all of them loyal to you - why would they ever want to rebel against such a kind and beautiful ruler?

Other

100 cp - Next Wave Scroll

While the name may not make much sense, this scroll is incredibly useful. Simply put, it shows you the next person you're supposed to fight. Now, this doesn't account for people getting in your way, or random chance, but let's say you're on a quest. It'll show you where to go and who to fight. It won't be very good for how to get there and what you'd need to fight them however.

200 cp - Standing Army

Well, not an entire army, but this old fashioned paper scroll has the ability to summon a few dozen soldiers (the exact kind is dependant upon your location roll) to your side whenever you open it up. They aren't that great, but suddenly armed soldiers is a hell of a party trick. The scroll recharges in about a week, but you can actually use it early if you're okay with not getting the full amount.

400 cp - Automaton

Technology, in a fantasy land? Well, I suppose it's possible, albeit unlikely. You now possess a handful of somewhat mechanical and somewhat magical golems. Both arms are made from a magic reactive material, allowing them to switch between a wide variety of weapons and armors. While their offensive power is nothing to sneer at, their defensive power is amazing, with the internal magics simply shunting a portion of the damage they take away from themselves. Better yet? That amount can be changed, if you charge them with more magic.

Companions

100 cp - Princess
Okay, here we go, less boring. A bona fide princess. May or may not have been kidnapped, or maybe you just have a political marriage with them? Regardless, they benefit from the entire Princess perkline, as well as the 200 and 600 cp perks for one of the location origins. Now, this is strictly speaking describing the four canon princesses, but since we know basically nothing about them, you may import a companion into the role if you prefer.

100 cp - Adventurer
That's a good word for a wandering fighter, not particularly associated with a country, right? Regardless, you may now design an OC to take with you or import a companion of yours into the jump. They gain the ‘Other’ origin by default, as well as one of the location origins, and a total of 800 cp with which to arm themselves.

Drawbacks

You may take a maximum of +600 cp in drawbacks. Drawbacks marked (Dragon), (Princess), or (Other) are double points for the marked origin.

+100 cp - Goblins (Other)

Or perhaps your would prefer another fantasy race to do the raping and pillaging? Well, have it your way. Regardless of what you pick, there are now tribes of 'goblins' roaming the lands and generally being assholes to every form of life. Not terribly dangerous if you're already stronk, but they'll manage to be an irritation regardless.

+100 cp - Natural Disaster (Princess)

Something has gone wrong with nature. Maybe it's caught a cold? Jokes aside, the world itself is a bit less bountiful, a bit less colorful. Imagine that if instead of spring going into full bloom, it was constantly in a state of edging into winter. That's spring now. As a result, food is less plentiful that is was before, which has knock on effects on all sorts of things.

+100 cp - Stolen Embers (Dragon)

...How. How does someone steal the ability to breath fire? Urg. Okay, if you're a dragon, you now lack the ability to breath fire. You can get it back eventually, but you'll have to actually pay some of your hard won gold in order to actually use it. If you aren't a dragon, you lose something else, which I will let you pick. But it has to be fundamental, much in the same way that a dragon without fire is barely a dragon.

+100 cp - Unwelcome

Pick one of the four continents. You are now… Unwelcome. Extremely so. The instant you set foot on their ground, every member of the kingdom will know it and begin to mobilize against you. Oh, and if you try to game by choosing the Northern Mountains, which only has a fishing village? You get the dragon and his army of wolves and sheep, as well as any princesses he's captured. Also, you simply don't get to choose that if you are the dragon.

+100 cp - Sloth

Normally, a dragon goes plundering and pillaging. Normally, an adventurer does a quest and receives a reward. This is not so much the case anymore. Regardless of what you do, any attempt at obtaining money… Well, it goes poorly. A village is dead broke and the reward for a quest is almost less than it cost to reach. I wouldn't recommend trying to be a merchant with this one.

+200 cp - Divine Unfavor (Dragon)

If the favor of the dragon goddess could boost a dragons growth, why can't it slow it down? Unfortunately, you're proof that it can. Any form of training, any growth, spiritual, physical, mental, or otherwise, anything at all, is now slowed down tenfold. Oh, and if you were thinking that you could power through this with training boosters, those flat out don't work right now.

+200 cp - Endless Mode (Princess)
So… This isn't much of a problem by itself, but it vastly exacerbates any other drawbacks you take. See, it just causes a tendency for problems to scale themselves up somewhat, or to happen two or three times before being 'done'. If you go fishing and don't catch anything, you won't the next few days either. If you lose a bet, you'll have a string of bad luck. If your town is attacked by a dragon, it'll be back tomorrow. So on and so forth.

+200 cp - Mortality (Other)
I suppose this is kind of a standard drawback, but here you go. All your out of jump powers are gone. Yeah, all of them. Normally I actually say something like 'except basic sword skills' or 'except dragon related powers', or 'your warehouse is temporarily emptied' Nope, not this time. All of them. Don't worry, you'll get everything back when the jump is over. Oh, and if taken with 'Blessing', you're kind of stuck granting one of the perks from this jump.

+300 cp - Exponential Growth [DLC]
Now, this might seem like it's out on a limb. But I'm taking a page out of history (read as, the other game the author made) and importing a second dragon into the world. And unlike the dragon currently living in the Northern Mountains, it has the blessing of the dragon goddess and may or may not be destined to rule the world and all of dragonkind and yada yada ya. Anyways, it's growth is flat out ludicrous. If the dragon of the north could conquer the world in a year, this one can do it in a month, and it will be heading for your head at least two or three times during your stay here.

+300 cp - Seven Sins [DLC]
Normally this world is dead simple. Humans, Elves, a bit of reclusive demons. Maybe some goblins, if you took that drawback. But now? Now I'm taking another page from history. Now There are a total of seven… creatures, each possessing a unique power that makes them a pain in the ass to fight. Oh, and each one of them is stronger than the last by an order of magnitude. Ie if one of them could kill you in ten hits, the next one can do it in one. Have fun with that!

+400 cp - What Lurks In Shadows [DLC]
At the end of all challenges, who can truly say what is left? All quests complete, all villains slain… What else is there to do? At sundown of every day, a shadow will be cast. A shadow of you. Your shadow. And it won't be coming back. It's not as strong as you, not by a longshot, but do you have any idea how hard it is to actually hurt a shadow? They are far more durable than you are strong. There will be 365 in total, and you have to kill them all. And each one is twice as durable as the last. Good luck.

Dragon of Ecology DLC

Wait, what? What's going on here? ...Oh. I see. You may have noticed something, if you reviewed the materials before reading this jump. Some options seemingly are nowhere in them. That's because they belong to the prequel - well, it may or may not be. Anyways, it seems that more options belonging to the previous world have become available. Access to these perks requires taking one of the drawbacks marked [DLC], as they inherently belong to that world.

Dragon

400 cp - As The Lord, So The Lands

As your own personal power grows, so to do the lands under your protection. Even as you slaughter sheep by the valley full, the rest will grow healthier and healthier than ever before, making up for the lost numbers in no time at all. Even as you revel in excess, the lands you control prosper more and more. However, excess without growth is another thing entirely. And while this mostly applies to the land and to the animals, it also somewhat applies to normal people - an apprentice craftsman might grow into a master as you enhance yourself through your gluttony.

600 cp - Gluttony

By all accounts, there is only so much one can do with a day. So many meals to be eaten, warriors to burn to a crisp, so on and so forth. However, when it comes to eating, this is not true for you. When you eat, when you gorge yourself on sheep and wolves and the forest itself, you'll find that the next day, you can easily eat two or three times that much. I know it doesn't make sense, but as long as you keep eating more and more, the more you can eat. How you do this simply doesn't matter, only that one day you will be able to swallow the world.

Princess

400 cp - Calling for Rain

While dragons are dangerous creatures, wont to doing whatever they wish on the flimsiest of whims, that does not mean they cannot be reasoned with. Why plunder gold when you could simply be handed it? All we wish to do is pick some apples and shear some sheep. While this is more associated with arrogant kings, you can do something similar. A person's - or dragons, as the case may be - word, once given, cannot be broken. You're also excellent at obtaining a good deal as well.

600 cp - Divine Blessing

As you might imagine, this is similar to an ordinary blessing. As you might imagine, this is far better than an ordinary blessing. This one... This one is growth. The granting of a destiny, to rule, to conquer, to slay... But most importantly, to reach that destiny, they will need to grow. With your blessing, perhaps a small token or boon, they will begin to grow in leaps and bounds. And if you so wished, you could impart some of your own ability to grow, if you have any to spare.

Other

400 cp - Pride

...To be honest, if you are neither a dragon or a princess, I had assumed you to the one sent to rescue her. But you aren't, are you? Not with a power like this. When you win, when you conquer, when you lay your enemy low, you weaken them. Permanently. A wound that will never heal, a specific technique that will never grow stronger... Their loss becomes a crippling weakness. Normally, one would seek to train in whatever deficient area they discovered fighting such a villain. Against you, this is no longer an option.

600 cp - Envy

Ah. Ah-hahaha. Thats... The exact same thing, but backwards. Before, your victory made them weak. Now, their loss will make you strong. Literally, even. When you best them at the sword, your skill grows. When you best them with speed, you grow faster. Unfortunately, a more humiliating defeat does not equal more growth - in fact, the more even a competition it is, the faster you will outpace them. They will train for months to become stronger. You will achieve that strength merely through the act of winning.

Companions

200 cp - Goddess Of Dragons

A young woman with an elfish look to her... Is this really a goddess? And is she fawning over that massive scaly dragon like it's the most adorable thing she's ever seen? Is it purring? The answer to all of these, it seems, is yes. Regardless, the Goddess of Dragons seems to hold sway over them. Even the mightiest would stop at her word, and raze where she commanded. And don't even speak of her ability to empower them. But, be careful not to let her make them stronger than she, lest they begin to disobey. And yes, if you happen to be a dragon, she will happily grant you her blessing and cheer you on as you conquer the world, for good or ill.



End

Congratulations, you survived ten years. Drawbacks are revoked, and I have one last question for you.

Stay?
Move On?
Go Home?

Notes

https://www.kongregate.com/games/snowroadgames/gragyriss-captor-of-princesses
A link to the game this jump is based on

https://www.kongregate.com/games/snowroadgames/dragon-of-ecology
And the game the DLC is based on.

https://docs.google.com/document/d/13aPmtMWtGfgr4cfBlJ-SFpN-cn1a2ESIifRUaa-L-dg/
A link to the google doc of the jump itself, for quick contact if you have questions.